ABSTRACT

Systems and methods are provided to facilitate games of skill for prizes played via a communication network. According to one embodiment, a fee is received from a player in exchange for game play. During game play, a game controller receives a player input parameter from a remote player device. A game result is then determined based on the player input parameter and a value, the value being generated at the game controller without being communicated to the remote player device prior to the determination of the game result. A prize may then be awarded to the player based on the game result.